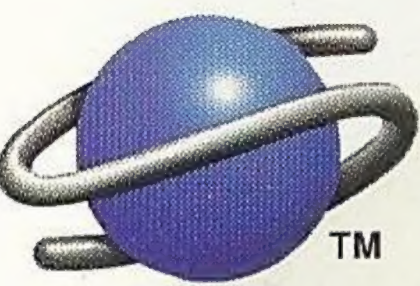


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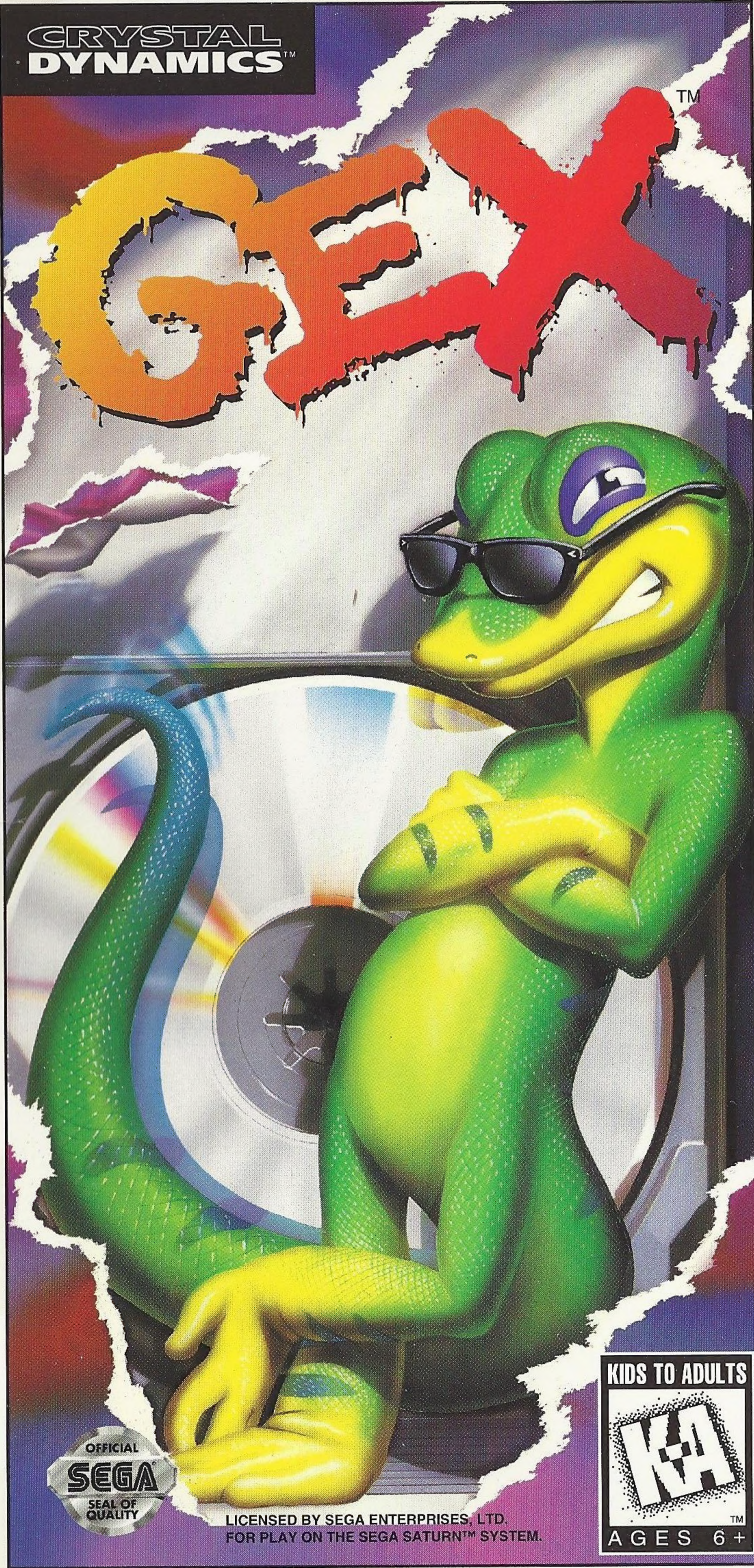


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SEGA SATURN

T-15904H



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS



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AGES 6+

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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SEGA SATURN VIDEO GAME USE

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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- ☐ The compact disc is intended for use exclusively on the Sega Saturn.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



GETTING STARTED

SETTING UP THE GAME

1. Set up the Sega Saturn system by following the instructions in its manual.
2. Open the CD tray. Place the GEX disc in the tray, label side up, and lightly press it into place. Close the tray lid.
3. Turn ON the system by pressing the console's POWER button. In a few moments, you'll see the Sega Saturn logo, followed by the game's Title screen.



NOTE: If nothing appears on screen, turn the Sega Saturn OFF. Make sure the system is set up correctly, and then turn the unit ON again.

4. Press the controller's **Start Button** to reveal the Main Menu.
5. With START highlighted, press the **Start Button** again to begin a new game.

NOTE: Use the PASSWORD option to resume a game. See page 14 for instructions.



SETTING GAME OPTIONS

Before starting the game, use the **D-Pad** to select OPTIONS on the Main Menu, and then press the **Start Button** to see the Options menu.

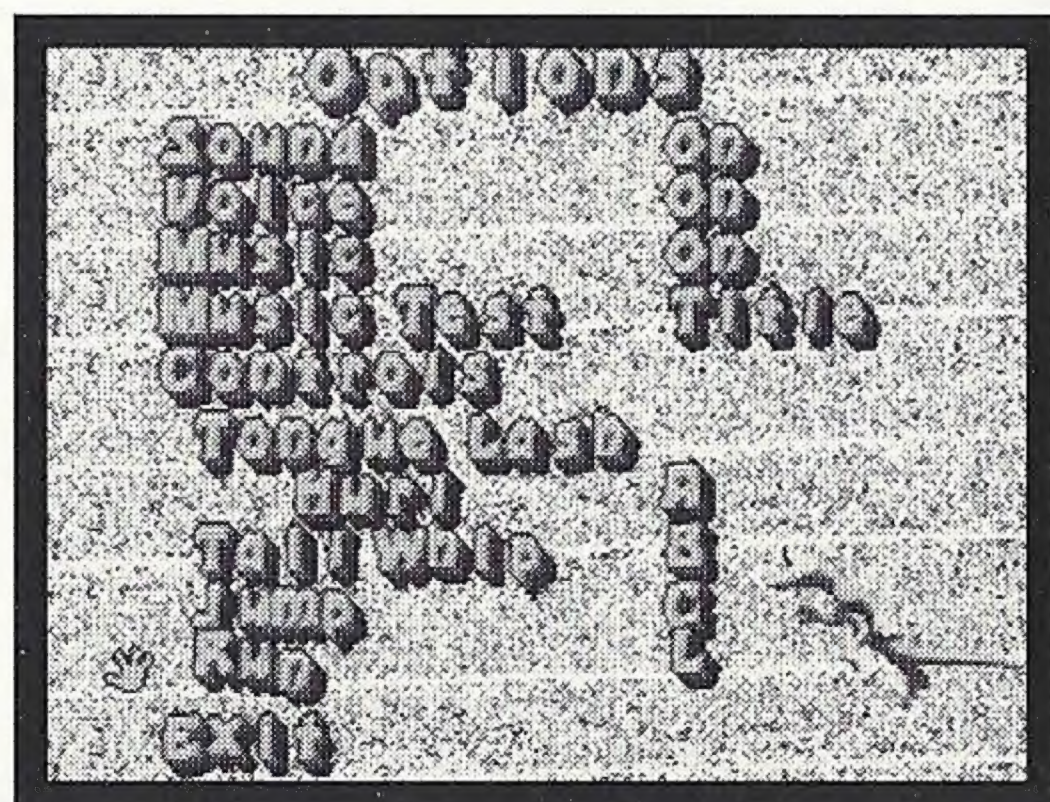
- ✗ Select options: **D-Pad up/down**
- ✗ Change settings: **D-Pad left/right**

Sound/Music: Toggle the sound effects and tunes ON or OFF.

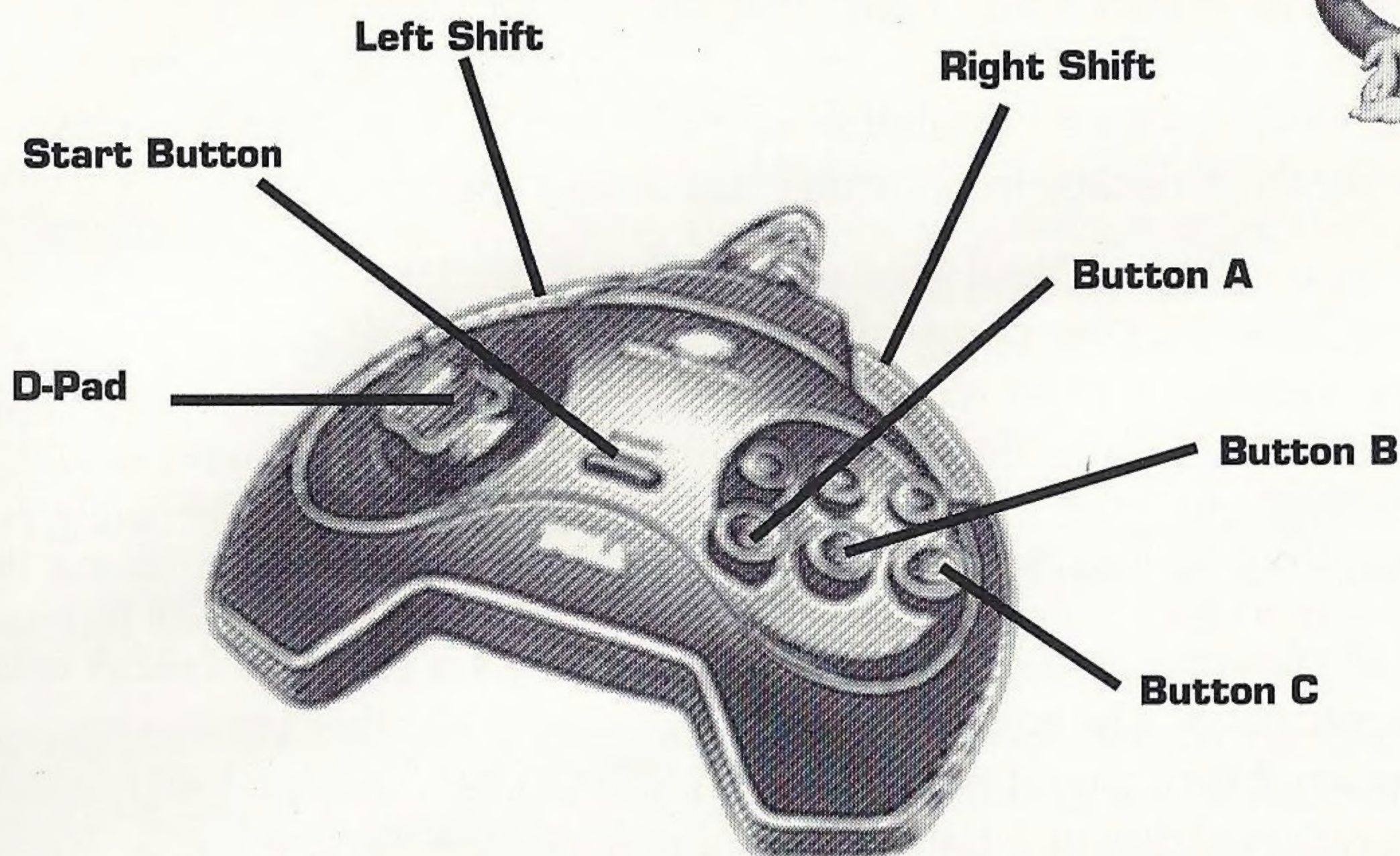
Sound/Music Test: Select a track, and then press any action button to sample it.

Controls: Select an action, and then press an action button to link the action to that button. Each button can be linked to only one action.

Exit: Return to the Title screen and Main Menu.



PLAY CONTROLS



Start Button	Start play; pause/resume game; access the remotes in any world
D-Pad	Up/down selects options; left/right changes settings; any direction moves GEX
Button A	Tongue lash/hurl power-up; use remotes; enter a world or world level on a map
Button B	Tail whip
Button C	Jump
Button C + D-Pad down	Tail bounce
Left Shift + D-Pad	Run

NOTE: These button actions are the default controls. You can change the controls on the Options menu as described on page 2.

A BAD TV DAY

Ah, Hawaii. A lush tropical paradise, famous for many things: Magnum P.I., Hawaiian Eye, that TV show starring Jack Lord's hair, and most importantly, the world's largest population of gecko lizards. That's right, geckos. And one family of geckos in particular had a very special problem

Deep in a valley on Maui lived a gecko family that was just trying to make ends meet. Mom had her paws full raising three and a half kids (their numbers were dependent upon their regenerative powers) while Dad was away doing research for NASA. GEX, the oldest offspring, was a bright lad who would spend his days with his friends, surfing, playing the ukulele and throwing poi parties down on the beach with the local lady lizards.

That all changed, though, the day his mother got a call from NASA telling her the tragic news. The rocket containing Dad and 10 other volunteers, chosen to see if they would eat tapioca pudding in zero gravity, had exploded on the launch pad due to a band-aid floating in one of the fuel tanks. The family's carefree upper-middle-class life was shattered!

While the rest of the family dealt with their grief in the usual manner (crying, infighting and rummaging through Dad's stuff), GEX bottled up his feelings. He took refuge in front of the only thing in the house that had always provided him with undemanding comfort: the TV.

GEX found out that in his time of need, all his old and sometimes forgotten friends were still there, ready to take his mind off his troubles. There was Kimba the white lion, eager to take him on an adventure through the African savannas. The Six Million Dollar Man would stop by with a quick bionic pick-me-up. The Partridge Family would play a song, and then shake their heads at the wacky antics of Mr. Reuben Kincaid. These were GEX's true friends, and he was willing to spend the rest of his life in their groovy company.

Try as she might, GEX's mom could not pry her son away from the boob tube. So, after consulting with the family minister and the weird guy at work, she decided it was time for a change of scenery. They were going to leave Hawaii and start a new life . . . in California.

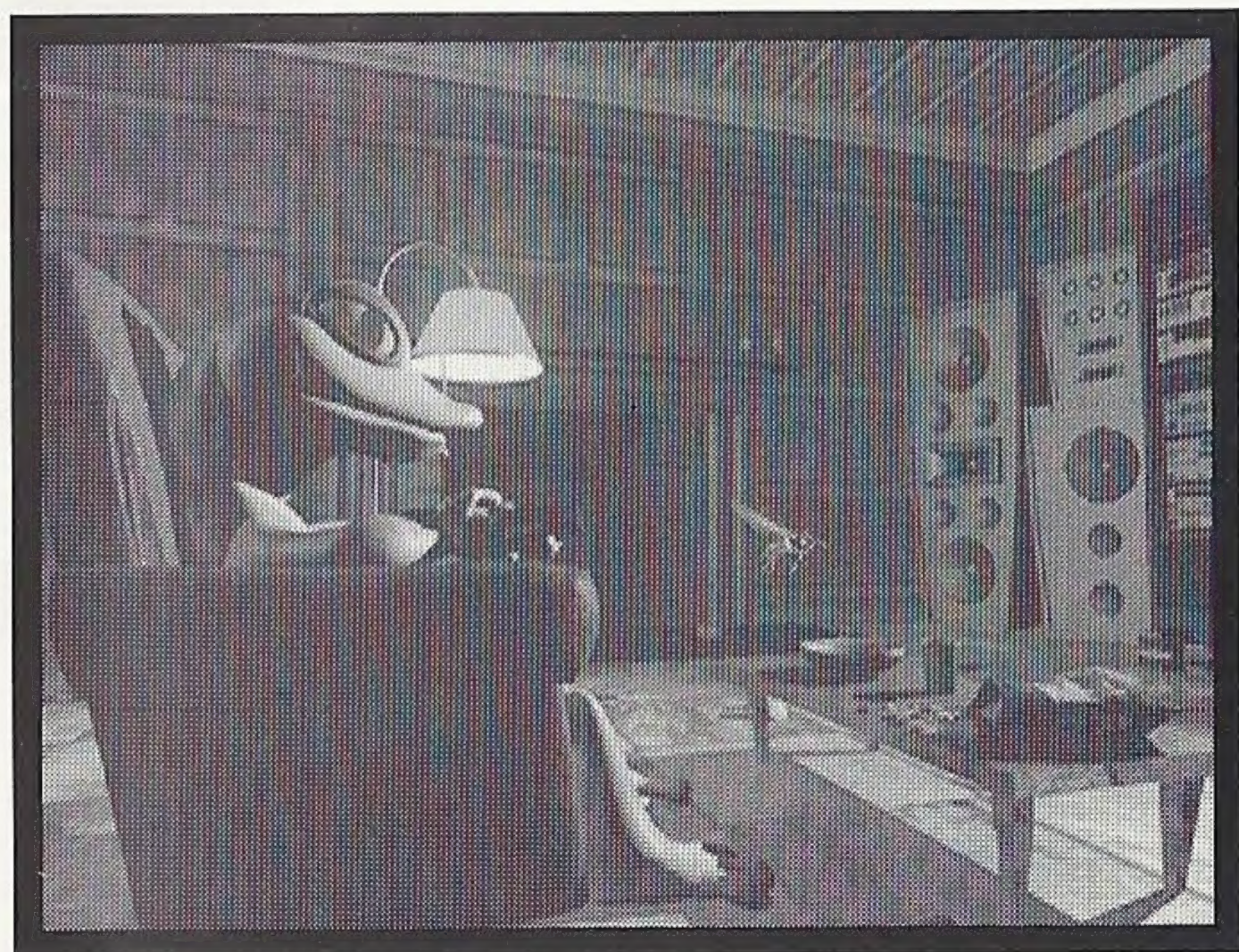
One week later, a moving van pulled up in front of the family's new ranch-style home in Encino, California, surrounded by white picket fences and white supremacists. As the moving men unloaded a crate containing GEX and his beloved TV, his mother exclaimed that she was excited about the family's new beginning. GEX just laughed and told her that was exactly what Maude said to her husband after she went through menopause. GEX was still having trouble dealing with his father's death, but Mom thought she knew just what to do.

That night, the doorbell rang, and a burly older lizard came in carrying a basket of treats. He said his name was Harv and he lived next door and wanted to welcome the new neighbors. As he passed out various chocolate-covered bugs to GEX's siblings, Harv mentioned a little too loudly that he had one spot left on his Saturday All-Pro Girl Watching Team, and was wondering if there was someone around to fill it. GEX told him, from in front of the TV, that Jack Tripper was available, but only if he could get out of the *two* dates he had made for the same night.



Harv seemed a little confused. He whispered something to Mom, and then took a seat next to the tuned-out gecko. Then Harv asked GEX straight out if he would like to take that spot on the team. GEX replied that he'd love to, but

had promised Bosley that he would watch the Angels for him all week. Harv chuckled, and suggested that maybe GEX was watching a little *too much* TV, and needed to get outside. Without taking his eyes off the set, GEX explained that the last time he had gone outside, his dad blew up, surrounded by gallons of burning tapioca.



Completely out of ideas, Harv bid Mom an exasperated

farewell and left. Now what was a concerned mother to do?

The next morning, GEX came running downstairs, expecting to have breakfast with the Banana Splits as usual, when he froze in his tracks. The TV was gone! This must be some kind of joke! Was it out for repairs? Did someone break in and steal it? C'mon, man, this isn't funny! The room began to spin . . . GEX needed a TV fix . . . the little suction cups on his hands were beginning to twitch . . . WHAT THE HECK WAS GOING ON?

Just then, his mother came in the room. "If you're looking for the TV, I gave it away to some gypsies early this morning," she said. She told him that enough was enough, and he needed to start doing things like a normal gecko. "Go catch some flies, practice walking up walls, enter a tongue-lashing contest. But for cripes sake, stop watching TV!"

GEX couldn't believe this. The one thing in his life that had meaning was gone, and his mother was behind it. Exploding with rage, GEX announced that he was never setting foot inside this TV-less house again, and stormed out the front door. Mom ran after him, begging him to stay, but it was too late. She had done the unthinkable, and this was the result.

The next few months were a blur. GEX hooked up with some local punks and spent his days skateboarding to the mall, hanging out in comic stores and blaring music through his Walkman™ on a cliff overlooking the city. He slept in a friend's garage and made pocket money "doing errands" for frustrated housewives. His entire existence became one long, aimless haze, with none of his TV friends around to help out. This seemed to be how he would spend the rest of his life. Or was it

One day, as he was skateboarding along talking to his invisible buddy, "The Mayor" (life on the streets does things to a gecko), a long black limo pulled up. GEX was about to have His Honor go insult the driver, when the rear window rolled down, and he saw his mother!

Mom told GEX she was so glad to have finally found him, because she had fantastic news! Three days after he had left, GEX's great uncle Charlie had kicked the bucket and left his entire estate to the family. The amazing part was that, unbeknownst to the family, Uncle Charlie was the original model for the Izod™ shirt logo. He had invested his meager modeling salary back into company stock. At the time of his passing into the great beyond, Uncle Charlie's estimated worth was over 20 billion dollars! The family was rich!

Shocked out of his mind, GEX jumped up in the air, told The Mayor he had just been impeached, and hopped into Mom's limo. The hard times were over. He was going to start living life right!

For the next few weeks, the entire family went on a mad spending spree, buying houses, cars, local judges and politicians. Mom purchased 51 percent ownership in NASA, and then fired everybody, sold the rockets to some third world countries, and converted Mission Control into a theme restaurant featuring robotic dancing chimps wearing space suits.

GEX's siblings said they had always wanted to see Australia, so they bought it. GEX, on the other hand, was not into all the cars, jewels and other extravagances. He took his share of the fortune, tucked it into his pants pocket, and went for a walk. He walked and walked and walked, wondering what to do with his share. Then it hit him. He would use the cash to fulfill a longtime dream!

Exactly one hour later, GEX called his mother down at her restaurant, "Space Monkeys," and told her good-bye. He was going back to Hawaii. He was going to buy the biggest house on Maui, fill it with the world's largest TV set and enough food for decades, and then seal himself inside. He was going to spend the rest of his life watching all his old TV friends getting into outrageous situations or amazing adventures.

Mom wished him the best of luck, and then ran off to rewire some faulty chimps. GEX hung up the phone, and headed out to build his dream

In a few days, GEX was parked in front of his TV, munching from a nearby bowl of flies. He was in the middle of flipping through channels to see what was on. "Nope, nope, nope," he droned, as he clicked the remote again and again, surfing through reruns of Kung Fu theater, a wacky cartoon and an old Indiana Jones movie. Those shows were so boring. He'd already seen all of them at least a million times. He was ready for something different.



Frustrated, GEX started clicking all the remote's buttons rapid-fire, speeding through the channels in a super-fast blur. While he was clicking and kicking back, a fly buzzed by. GEX flicked out his tongue and – gulp! – down it went. But the fly was in reality a metallic transmitter. GEX was "bugged."



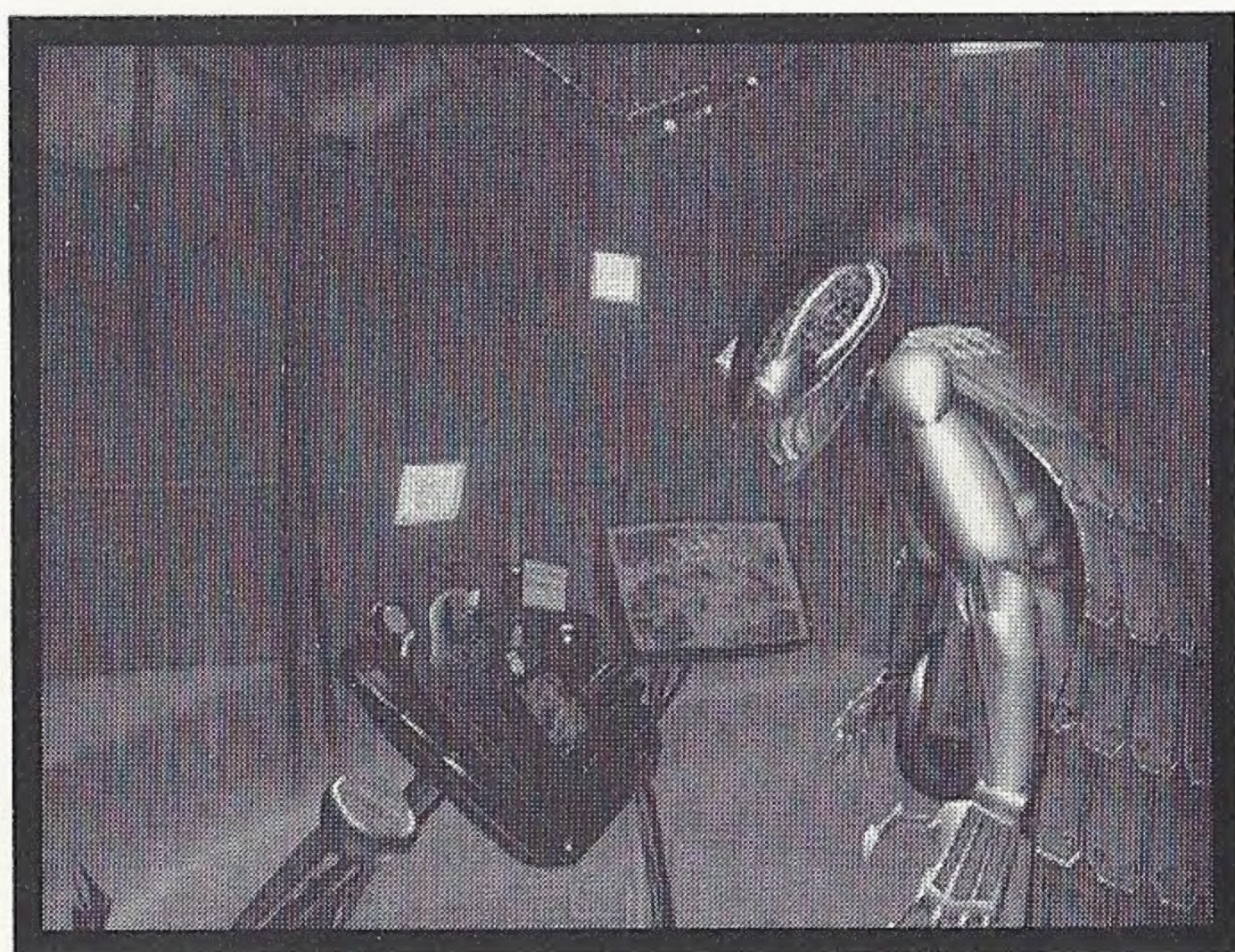
Suddenly, GEX's remote jammed and the TV blanked. A huge hand shot out of the screen, grabbed GEX by the neck and . . .

ZZZZZZTTTTTTT!

Just like that, GEX had been yanked through his TV into the Media Dimension. The cold claw belonged to Rez, who had hooked GEX with a bugged fly.

Rez was the lord of the Media Dimension. He now intended to make GEX the new network mascot. "Out with the peacock, in with the gecko!"

GEX could only escape by getting his paws on the remote controls hidden throughout the Media Dimension. Once he had the remotes, he could destroy the TV sets that blocked the exits and were the portals into the next worlds. GEX had to find the last remote, blow up the last TV in the last world and make it home . . . or spend the rest of his gecko life as a bronzed network mascot!

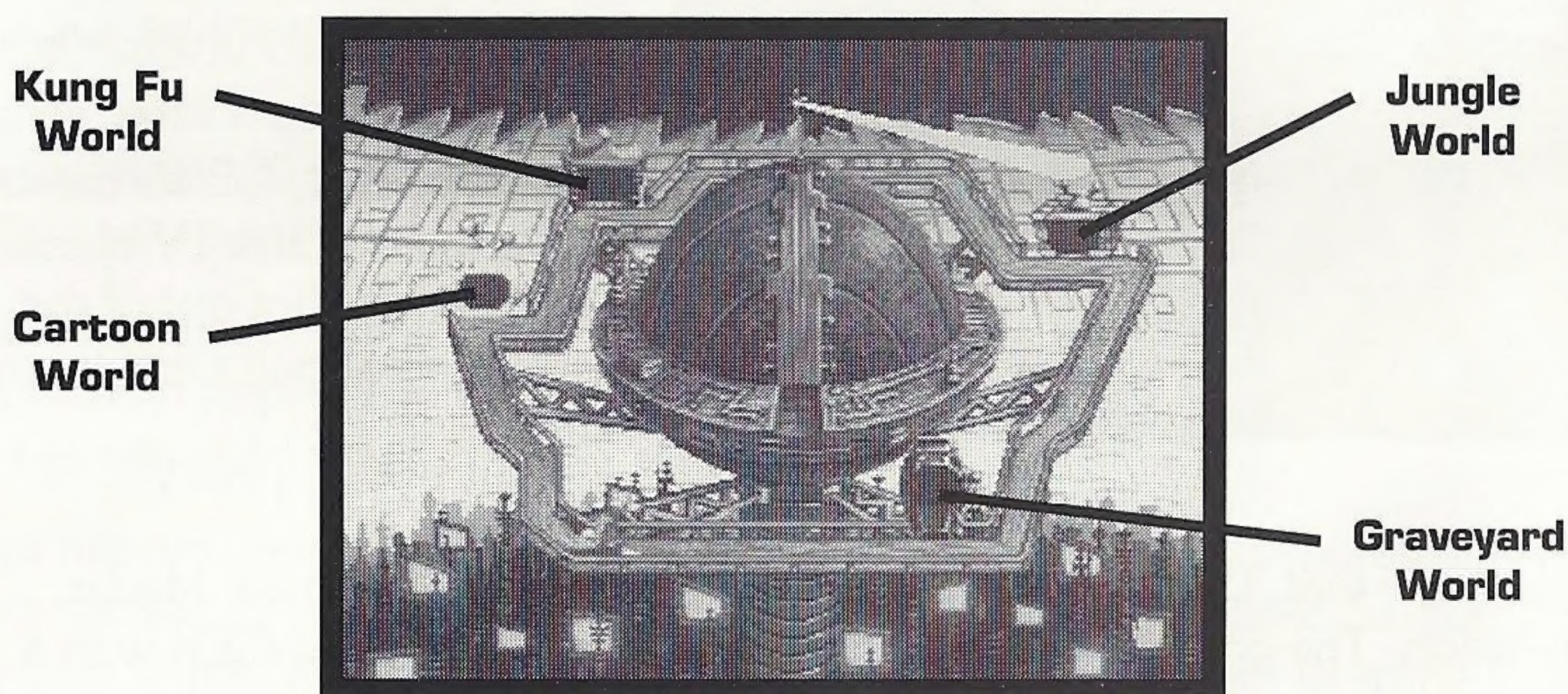


Rez's secret maps of the Media Dimension have fallen into GEX's paws. These are the very same maps that Rez uses to zing around his empire. They show everything but Liberace's cabana. Now GEX has 'em!

To use a map, move GEX with the **D-Pad** to any entrance, and then press **Button A** to enter that world or world level.

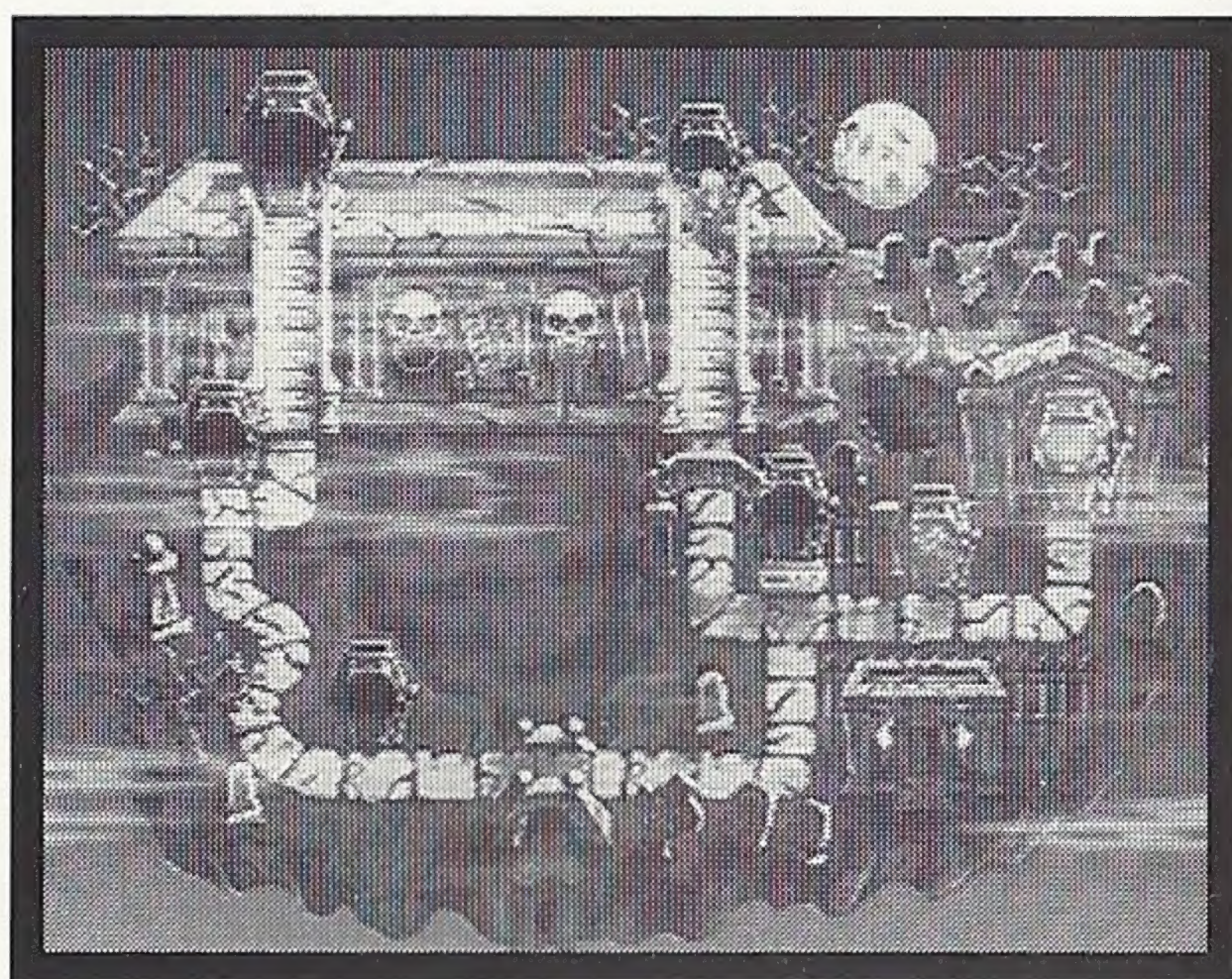
MEDIA DIMENSION MAP

The first map you'll see is a global view of the Media Dimension. Use this map to choose your world destination.



WORLD MAPS

Once you're in a world, you can choose your next level from its map. Press the **Start Button** to bring down the remote, select the level you want with the **D-Pad**, and then press **Button A** to enter the next available level.



NETWORK MASCOT

• • • **NOT!**



Without knowing it, GEX has been practicing all his life for this gig! He's got that tail whip down, thanks to years of batting pineapples around with his local ball club, the Molokai Scalpers. And how about that tongue lash? Slick, eh? You don't get that good without racking up the hours at the Poi Boy sushi bar, (especially if the sushi's got eight legs). Jumping, wall crawling, face sticking — GEX's natural talents have been honed by years of hanging out with his lizard pals from Diamond Head. Yep, GEX is ready . . . for the most whacked-out TV episode of his life!

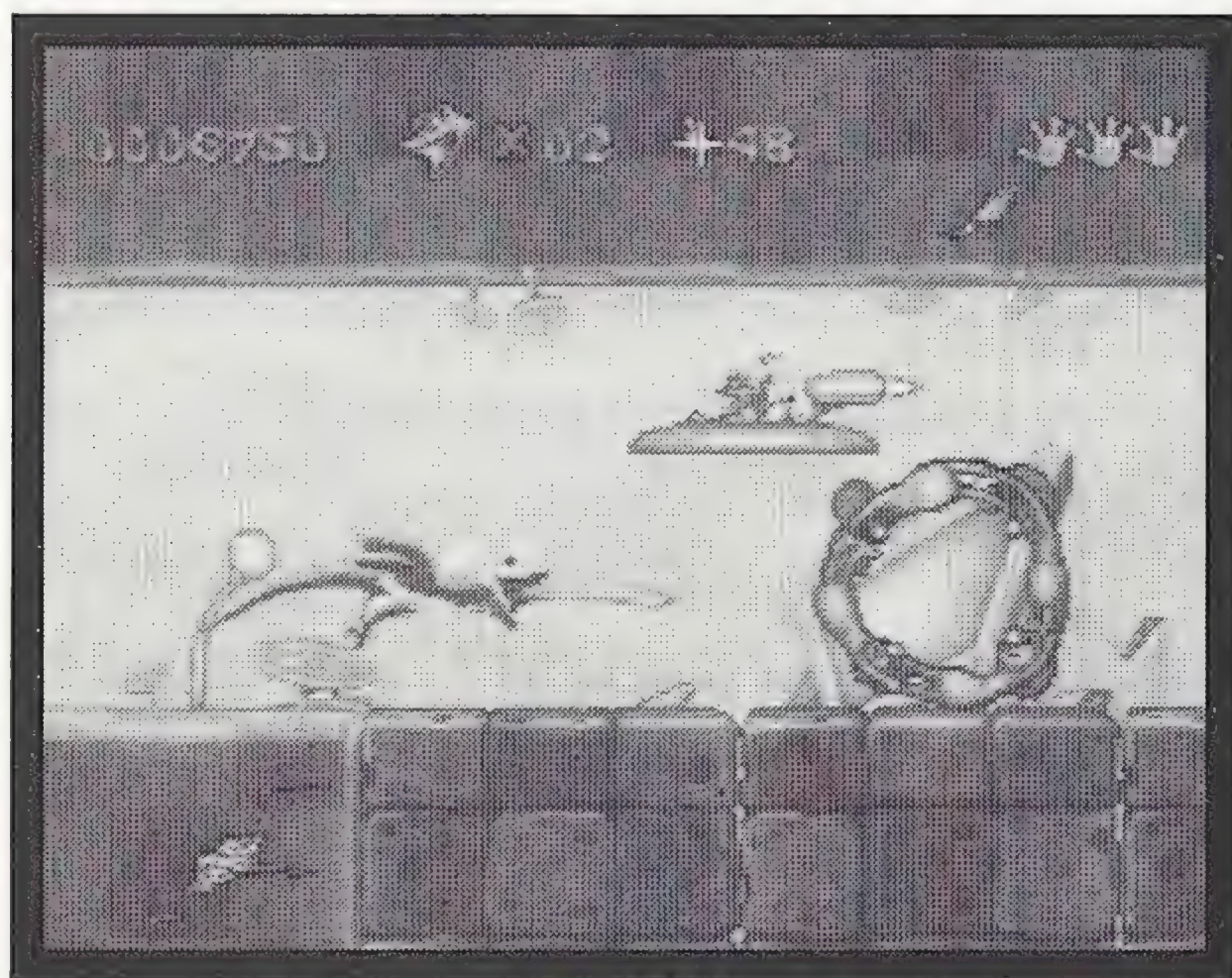
GRAVEYARD WORLD

GEX hurtles through the Media Dimension, back to the time and place when Abbott and Costello met Frankenstein. GEX is caught in a creepy horror flick alive with Franken-geckos, mad slashers, crazy tomatoes and other Fright Night foes. Slime, fog . . . an exorcism in the offing! Better check your calendar, 'cuz you're stuck on Friday the 13th.



CARTOON WORLD

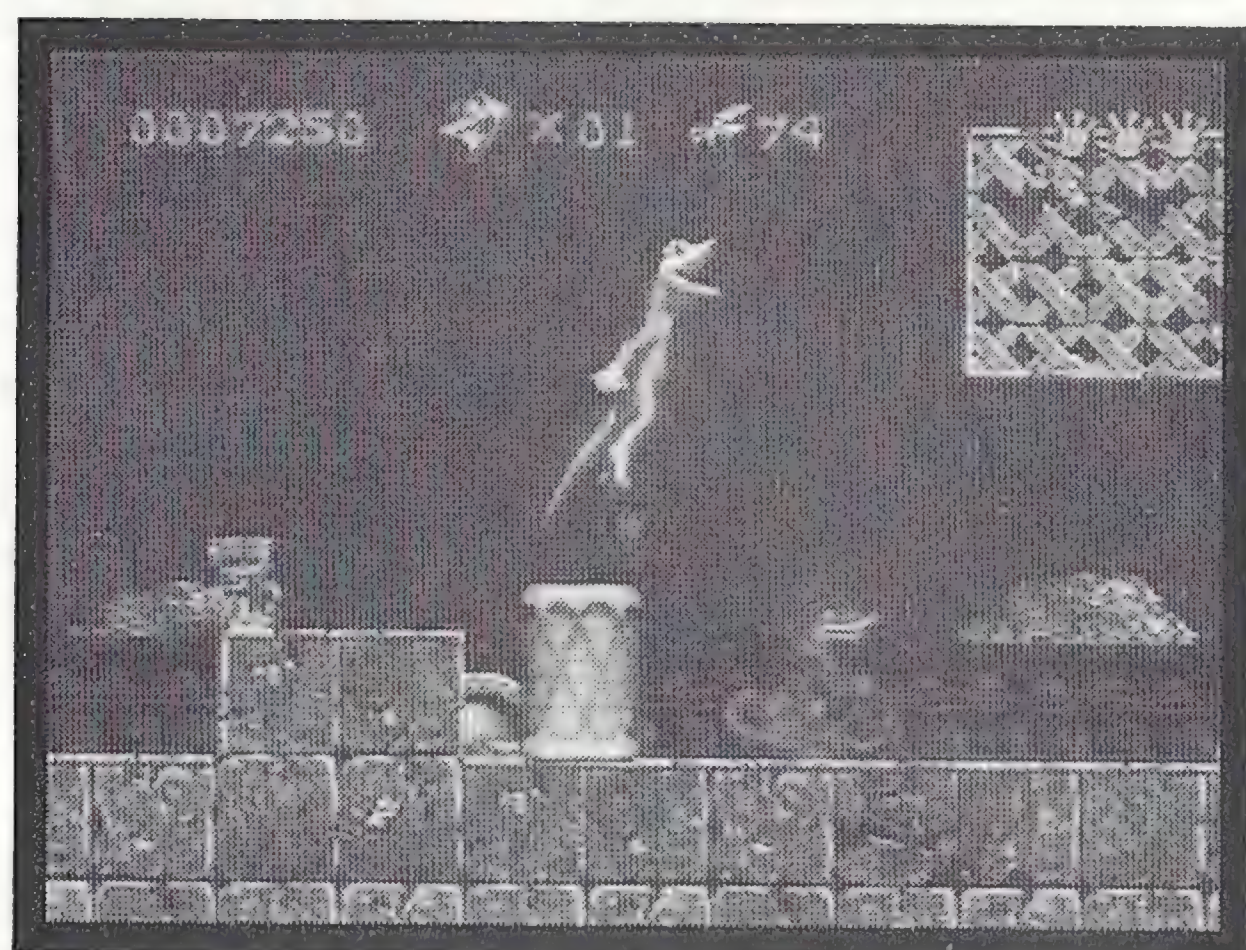
Toon Town this ain't! GEX battles cheesy characters from those crack-of-dawn Saturday a.m. cartoons. Retired heroes and those out-of-work 'toon slouchers line up to take a swipe at GEX. There's nothing like getting a safe dropped on your head. Itchy & Scratchy, eat each other's heart out!





JUNGLE WORLD

Go native! Feel the beat of the bongos. GEX stalks through a malaria factory packed with carnivores and cannibals (who like the taste of gecko better than chicken), moving walls, hidden booby traps and breakaway bridges. You may have named the dog Indy . . . but there's a gecko with the same hat.



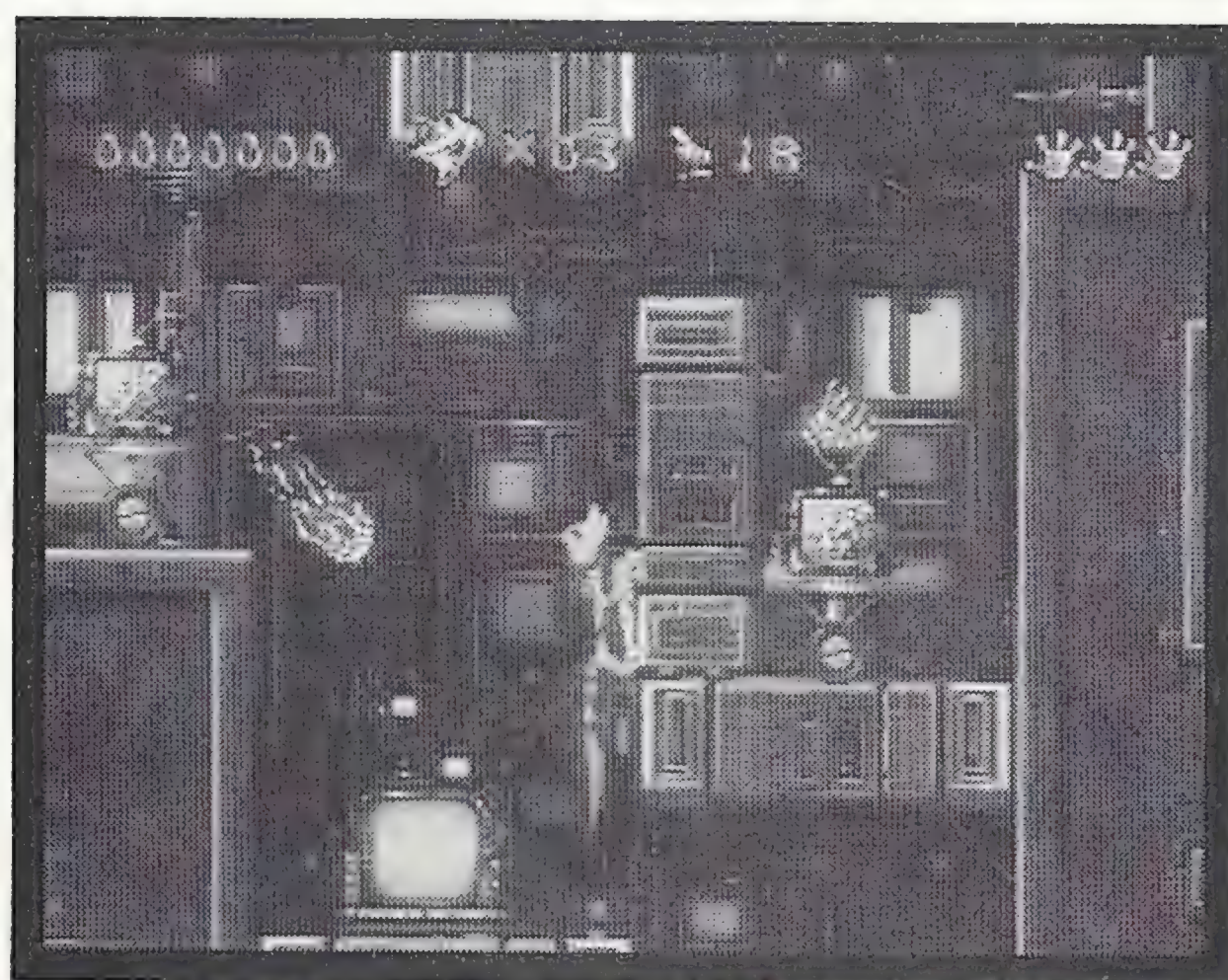
KUNG FU WORLD

There's nothing like getting hung up in Channel 26. Fighting your way through moronic martial arts scenes is bad enough, but can't they get that voice track in sync? It's Big Trouble in Little China with ninjas, samurai geckos, sumo wrestlers . . . enough is enough. Walk softly, little grasshopper, and whip a fast tail!

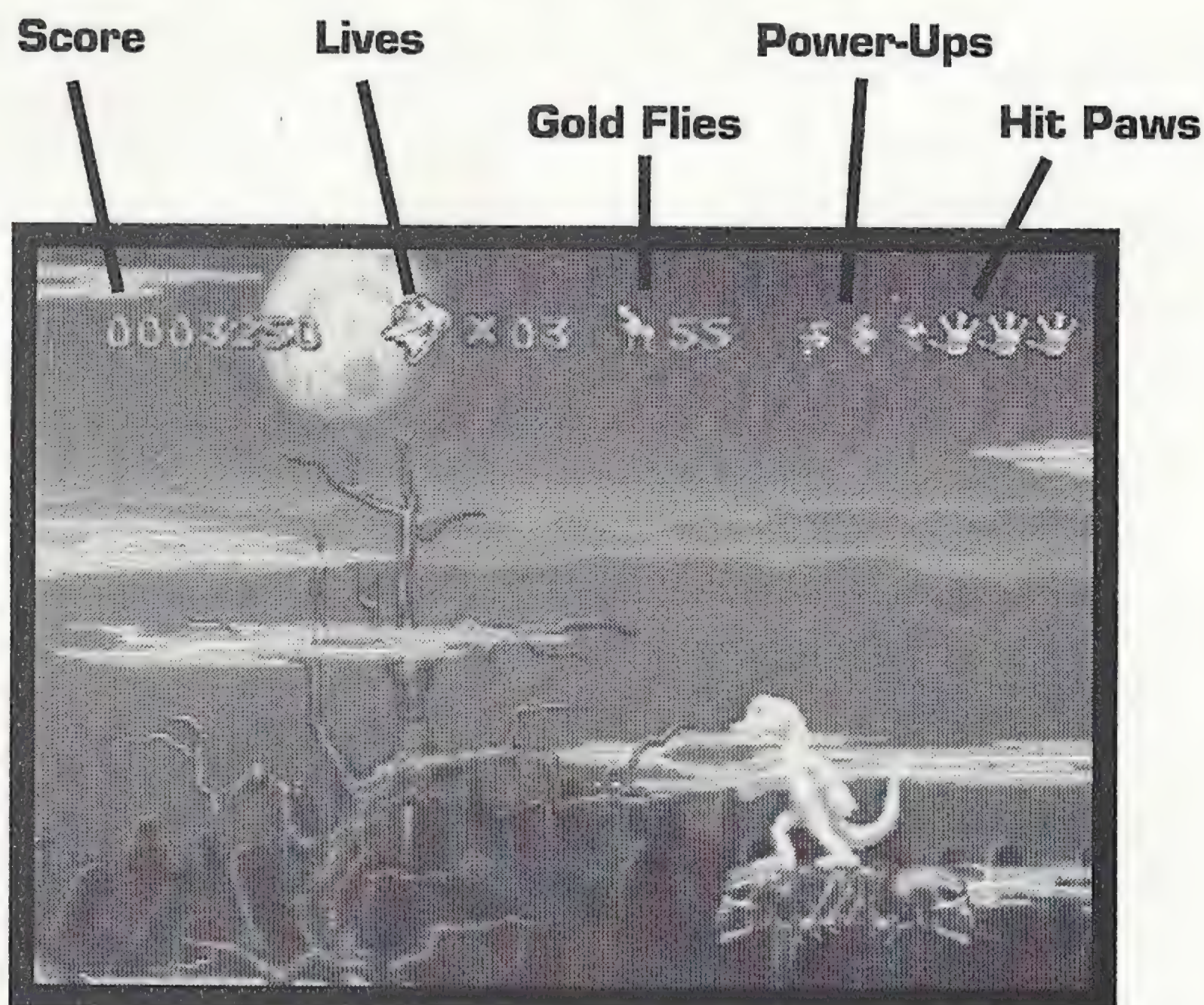


REZ'S NERVE CENTER

A world beyond insanity takes center stage. Vast installations of alien hi-tech circuitry fume with electrical force! Energy geysers leap from pulsating waves of liquid television. This is the twisted reality where network programs are chosen. At last, GEX confronts Rez himself in a battle that will decide the fate of the universe . . . and more importantly, whether a gecko will be next season's network mascot!



HEADS UP!



SCORE

You gain points by destroying enemies.

LIVES

You start with three GEX lives. Pick up 100 golden flies, and you'll gain an extra life. Lose all your hit paws and you lose a life; lose all your lives and you lose the game.

POWER-UPS

GEX snags balls o' bug to power up with extra weapons, attributes and hit paws. The power-up GEX is currently using shows up here.



GOLD FLIES

Who left the door open? Snag those flies! Each pile of 100 gold flies awards you with a bonus life.

HIT PAWS

You start the game with three GEX hit paws. You can gain up to six paws by picking up the right power-up. You lose one paw per hit. (If you have bug power-ups, you lose those first, and then you lose hit paws.) Lose all your paws and you lose a life . . . lose all your lives and YOU LOSE.

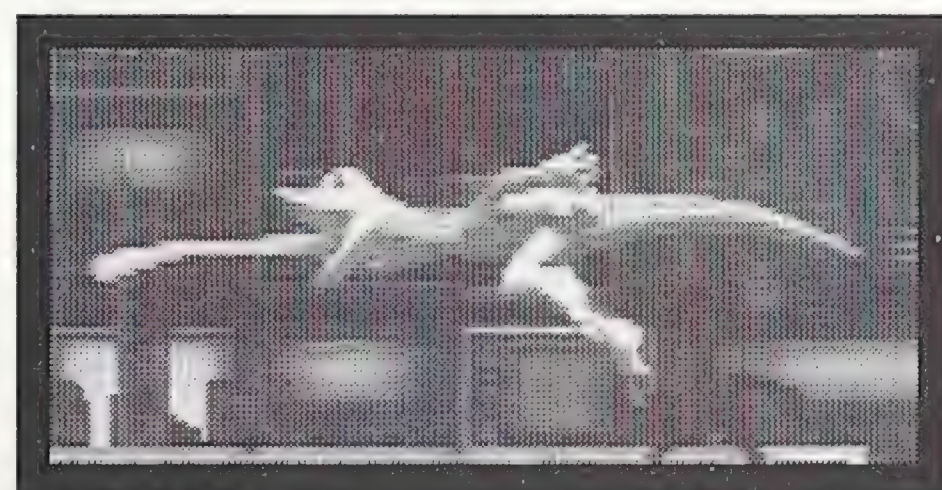
TAIL WHIP (Default Button B)

- ✕ Whack skanky foes. Some enemies are tougher than others.
- ✕ Smack bug power-ups to fill one empty hit paw.
- ✕ Whack items like shooting skulls to use them as weapons.
- ✕ Execute a jumping tail whip for an awesome display of gecko power.



TONGUE LASH (Default Button A)

- ✕ Snag gold flies, bugs and power-ups in mid-air.



HURL (Default Button A)

- ✕ Spit out a fire ball, ice ball, or other weapon, depending on the power-up GEX swallowed last (see page 13).



JUMP (Default Button C)

- ✕ Get air to avoid enemies.
- ✕ Swallow high power-ups with a jump and a tongue lash.

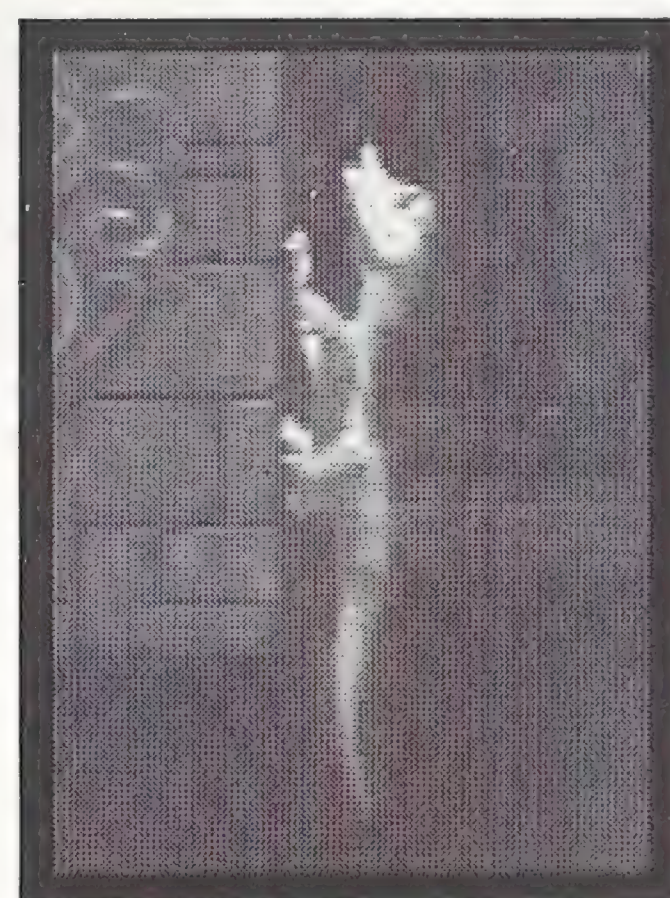
TAIL BOUNCE

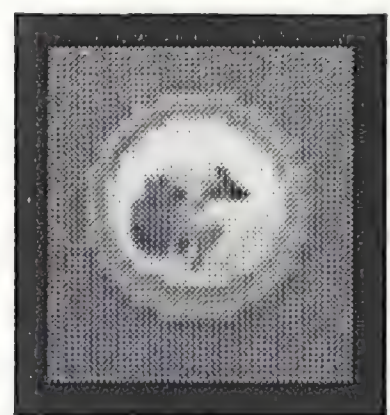
(Default Button C + D-Pad Down)

- ✕ Destroy enemies, bust breakable blocks and bounce to high platforms.

WALL STICK (Default Button C + D-Pad)

- ✕ Jump while pressing the **D-Pad** against a wall's surface and GEX sticks with his suction cup paws!
- ✕ GEX can stick and crawl up the sides and faces of walls and buildings.
- ✕ GEX can spin while sticking.
 - ✕ Snag power-ups from a wall stick position. Use the **D-Pad** plus a tongue lash.
 - ✕ Don't forget about those ceilings!





POWER-UPS



Power-ups are balls o' bug with juicy gecko snacks inside. You can use them in two ways:

- ✕ As health power-ups. Smack any bug ball with a tail whip to fill up one empty hit paw.
- ✕ Catch power-ups with a tongue lash to gain their powers. Bugs will appear to the left of your hit paws, to show which power-ups you have. You can collect multiple power-ups this way, always using the last one you caught.

Power-ups take effect right away; let go with fire balls, ice balls or bolts of electricity when you hurl. Also, some power-ups, like invulnerability, are timed, while others are lost when GEX takes damage.



POWER-UP BUGS

Amber Balls: Fill one empty hit paw. Immediate effect.

Ladybug: Fill all empty hit paws. Immediate effect.

Flea: Fill all empty hit paws and add one. Immediate effect.

Butterfly: Gain an extra life. Immediate effect.

Blue Firefly: Hurl ice balls. Immediate effect; lasts until hit.

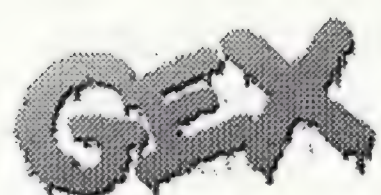
Red Firefly: Hurl fire balls. Immediate effect; lasts until hit.

Yellow Firefly: Hurl bolts of electricity. Immediate effect; lasts until hit.

Grasshopper: Jump higher and farther. Immediate effect; lasts until hit.

Centipede: Kick GEX into overdrive! Immediate effect; lasts for a short time or until hit.

Caterpillar: Laugh at danger with invincibility. Immediate effect; lasts for a short time.



LIVES & MILESTONES

You start out with three lives. When you lose a life (by losing all your hit paws), you restart the level from the beginning. If you lose all lives (including bonus lives) the game ends and Rez gets one step closer to bronzing a gecko as the network mascot!

Run past a quick-shot camera and hit it with a tail whip to take a snap of GEX. Then, if GEX loses a life, you will restart the level from that spot, instead of from the beginning. If GEX loses all his lives, the milestone snapshots don't make a difference. You knew that.



Remember to collect VCR tapes to receive passwords, so you don't always have to start the game from the beginning (see below).

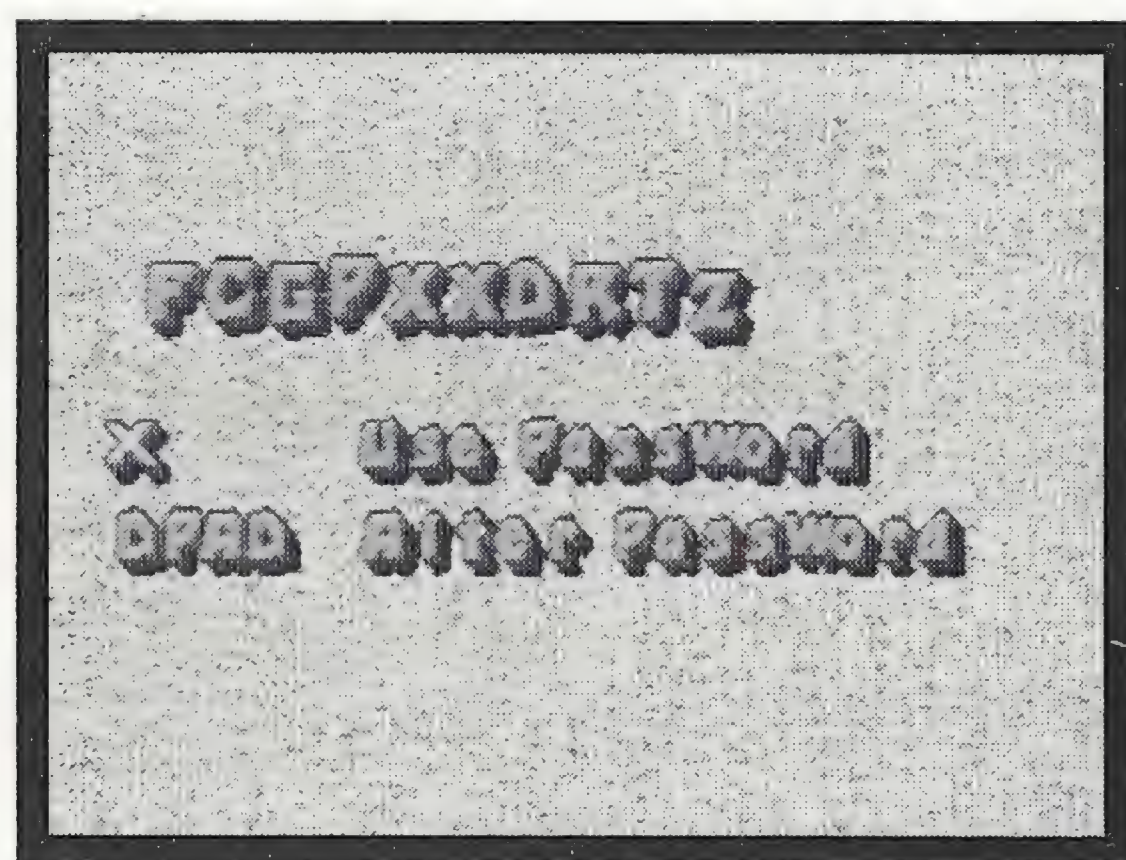
USING PASSWORDS & RESUMING GAMES

Look for hidden VCR tapes and pick them up. When you finish the level, the VCR tape will give you a password. Write down the password, and use it later to resume your game. In addition, you will be awarded a VCR tape after defeating each boss.



To resume a game, select PASSWORD on the Main Menu. You'll go on to the Password Entry screen.

1. Press the **D-Pad up/down** to change the character on the input line.
2. Press the **D-Pad right/left** to move to the next input line.
3. Press **Start** to enter the password and exit to the Main Menu.
4. Select START on the Main Menu to resume a game. (If the password was incorrect, you can either try again, or start a new game.)



NOTE: Resumed games do not include additional lives or point totals you may have collected earlier.

CLUES



- ✕ Compliments of Rez . . . flying TVs! If you accidentally whack these aerial bombs with a tail whip, they start a countdown. Don't be in the way when they explode.
- ✕ Find the tricks in each world to overcome tough spots, such as slapping the floating skulls with a tail whip to knock out Rez's TVs.
- ✕ Switch on movie cameras with a tail whip to activate a special mechanism. Then look around to see what's changed, like a bridge falling into place or a door opening.
- ✕ Ride the rafts across shooting geysers. Jump, duck and tail-whip from your safe flotation device, but hang on!
- ✕ Conveyor belts travel horizontally and vertically, either grounded or floating in the air. Stick on them and you'll be whisked away to other places.
- ✕ Find a remote controller in each world and whap it with a tail attack to gain ownership. Use the remote to escape to the next level (see page 8).
- ✕ The Media Dimension has other surprises in store, such as deadly pools of liquid Rez and secret levels. Find 'em, Dano.
- ✕ Each world's boss is rough and tough to beat. Each one can be destroyed if you figure out his secret.
- ✕ Pick up a VCR tape and you'll get a password when you finish the level (see page 14).



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ORIGINAL VERSION

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Mei Yu Li - BLT, Maps & Glue Screens
Troy D. Gillette - Stunt Coding

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& GEX Character Animation
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Shawn McLean - Boss Animation
Silicon Knights - Enemy Characters & Animation
Kirk Henderson - Map Screens & Jungle Backgrounds

Game Design

Justin Norr - Lead Designer
J. Epps - Designer
Evan Lindsay Wells - Designer
Richard Lemarchand - Designer

AI Scripting

Susan Michele, Jeremy Bredow,
Adrianne M. Canfil

Music Composed & Produced

Webtone Productions

Sound FX

Greg Weber, Steve Henefin

Intro & Outro 3D Animation

Windlight Studios
Mira F. Ross, Steve Kongsle,
Lyle Hall, Scott Steinberg

Producer

Lyle Hall

Writer

Robert Cohen

GEX Voice & Writer

Dana Gould

Marketing Director

Scott Steinberg

Additional Design

Noah Hughes

Additional Art

Jean Z. Xiong

Tool Support

Sean Vikoren - IGOT
Jeff Kesselman - CYGS

Video Compression

Dan Brazelton

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